

RED FACTION™

★ II ★



MATURE
®
M
CONTENT RATED BY
ESRB

THQ®

INTRODUCTION



Nano-technology. Created on Mars by an Ultor scientist. Stolen. Brought to Earth. Stolen and stolen again. Until Alias, a top demolitions expert, obtained the technology for the Republic of the Commonwealth.

Chancellor Sopot used nano-technology to transform Alias and two thousand of the Commonwealth's bravest volunteers into super soldiers who were stronger, faster, and smarter than any others. But then Sopot began to fear his creations. He declared them enemies of the state, ordered them hunted down and destroyed by his Elite Guard.

Alias and a handful of others survived. Once a national hero, Alias is now a renegade allied with the rebellious Red Faction. He is one of a squad of six, all nano-enhanced, all united by their uniqueness and a common cause.

Shrike. A madman with a taste for speed.

Quill. A killer without a conscience.

Tangier. Secretive and deadly.

Repta. The ultimate destructive force.

Molov. The squad's respected leader.

And **Alias.** A hero with a mission.

Their objective is the elimination of Chancellor Sopot for his crimes against humanity.

Command Reference

MENU CONTROLS

Use the following controls to navigate through Menu Screens:

Highlight Menu Item:	Mouse Buttons or Arrow Keys
Select/Choose Highlighted Item:	Left Mouse Button or Enter
Cancel/Return to Previous Menu:	Esc

DEFAULT CONTROLS/WEAPON SELECT

W, Up Arrow	Move Forward	Spacebar	Jump	1*	Pistol
S, Down Arrow	Move Backward	C	Crouch	2*	Machine Pistol
A, Left Arrow	Slide Left	. . Mouse Wheel Up	Next Weapon	3	Silenced Machine Gun
D, Right Arrow	Slide Right	. . Mouse		4	Shotgun
Home	Look Up	Wheel Down	Previous Weapon	5	Assault Rifle
End	Look Down	R, Middle Mouse Button	Reload	6	Sniper Rifle
Delete	Turn Left	Tab, O	Objectives	7	Nano Grenade Launcher
Page Down	Turn Right		Next Grenade	8	NICW
Left Ctrl,		:	Previous Grenade	9	Precision Rifle
Left Mouse Button	Fire Primary	Enter, G	Throw Grenade	0	Rail Gun
Left Alt,		N	Night Vision	=	Heavy Machine Gun
Right Mouse Button	Fire Secondary	/	Profile Stats	=	WASP
E	Use			[	Anti Personnel Weapon
Pause	Game Stats/Pause			]	
Esc	Pause/Options Menu			]	Nano Machine Pistol

* Pressing alternates between 1 and 2 guns

Minimum System Requirements

Windows® 98/98SE/ME/2000/XP

500 MHz Intel Pentium III or AMD

Athlon Processor (1.0 GHz or greater recommended)

128MB RAM (256 MB recommended)

1.1 GB Hard Disc Space

DirectX® 8.1 (included on disc)

DirectX® 8.1 compatible, 3D Hardware Accelerated 16 MB NVIDIA TNT1 or ATI Rage 128 video card

(NVIDIA GeForce series, Matrox Parhelia™, or ATI Radeon™ 32 MB or greater video card recommended)

DirectX® 8.1 compatible sound card

8x CD or DVD drive

Windows® compatible keyboard and mouse

Also Supports most DirectX® 8.1 compatible joysticks and gamepads

Installing Red Faction® II

1. Insert the RED FACTION® II CD-ROM disc labeled DISC 1 into your drive.
2. If you have the Auto Insert notification feature enabled, wait for the drive to run and follow the on-screen prompts.
3. If you do NOT have the Auto Insert notification enabled, select <Start> and then <Run> from the Windows Taskbar.
4. Type d:\setup (d refers to your CD-ROM drive. If your CD-ROM drive is not d; type the appropriate drive letter.)
5. Follow the on screen prompts.

After installation is complete, you will find an icon for **Red Faction® II** in the THQ menu item within <Programs>, located under the Start Menu in the Windows Taskbar, as well as on the desktop.

Running Red Faction® II CD-ROM

Anytime you want to run the **Red Faction® II** game, you must place the required **Red Faction® II** CD-ROM disc into the drive before you start the program. Insert the CD-ROM into your drive and perform the following:

1. If you have the Auto Insert notification feature enabled, follow the on-screen prompts when the launcher has loaded.
2. You may also double click on the **Red Faction® II** desktop icon or select Start from the Windows Taskbar and search through <Programs> for the **Red Faction® II** menu.

Uninstalling Red Faction® II

1. If you have the Auto Insert notification feature enabled, just left click on the Uninstall button.
2. You may also uninstall the program by using the Add/Remove Programs Control Panel or from the Start Menu — search through the listed programs for the Red Faction® II and choose <Uninstall>.

NOTE:



It is recommended you view the README.txt (included on the **Red Faction® II** CD-ROM) for any updates and changes to the information contained within the **Red Faction® II** manual.

Main Menu

SINGLE PLAYER:

Enables the user to start a new single player game or resume a previously saved game. Beginning a new game will also enable the user to select a desired difficulty level: Easy, Medium or Hard.

NOTE



Starting a new game without first creating or loading a Player Profile will result in gameplay that cannot be saved. For more information on loading, see the section entitled "SAVING and LOADING GAMES" on page 9.

BOT MATCH:

Select this option to play a single-player game against computer controlled Bot Opponents. See page 14 for more information.

PROFILES:

Profiles are user-customized characters and control configurations. Profiles will also keep track of various user statistics accumulated during gameplay. A custom profile must be selected before playing **Red Faction II** if the user wishes to save the game's progress.



If you are just starting **Red Faction II**, you must first create a custom profile if you wish to play a game that can be saved. Profiles are saved to a directory labeled <Profiles>.

The <Profiles> directory can be found in the root directory where you installed **Red Faction II**.

Accept

Accepts the currently selected profile. If you have more than one profile saved, use either the arrow keys or the mouse to scroll through available profiles.



Statistics

Keeps a record of the selected profile's preferred weapon, number of shots fired (which does not include grenades or shots fired while in a vehicle), hit percentage, number of enemy kills, number of headshot kills, number of civilian (innocent) deaths, and the current status of your "Heroics" meter. These stats will change as gameplay progresses.

Create

Enables the user to create a new profile. Use the keyboard to input a name and then highlight and select "Accept". You can store a maximum of eight profiles.

Delete

Enables the user to delete a selected profile.

Copy

Enables the user to copy the currently selected profile to a newly named profile and then select the new profile as the current profile.

OPTIONS:

Select this option if you wish to change the default game settings, audio/video settings, and control configurations.

EXTRAS:

Select this option to access the game credits, enter cheats, watch unlocked movies, or view **Red Faction II** concept art and behind the scenes footage.

EXTRAS:

Quit the game and return to the desktop.



In-Game Menu

You can access this menu by pressing **Esc** at any time while in-game.

OPTIONS

Takes the player to the "Options" menu while in game.

SAVE PROGRESS

Allows the player to manually save the game's progress. Selecting this option will save the game through the last level section completed.

RESTART LEVEL

Restarts the level currently being played.

MAIN MENU

Takes the player to the game's Main Menu.

CHEATS

Enables the user to enter codes that enable various cheats such as infinite ammo and super health.

Pause Menu

Pressing **Pause** while in-game will pause the action until **Pause** is pressed again. While the game is paused, the player will see a variety of game stats. These stats are saved to your profile:

Kills:	The number of enemy kills the player has recorded.	Hit Percentage:	The percentage of hits to misses the player has recorded.
Civilian Deaths:	The number of civilian kills the player has recorded.	Most Kills:	Shows the player's most used weapon.
Shots Fired:	The total number of shots the player has fired with all weapons, less grenades and shots fired while in vehicles.	Heroics:	Shows the player's "Heroics" status.

Saving and Loading Games

Saving

Red Faction II will automatically save your progress every time a level section is completed. You can manually save your progress by going to the in-game menu and selecting "Save Progress". If this option is chosen, the game will save your progress up through the last level section that is completed.

Loading

To load and continue play from a previously saved game, use the "Profiles" option from the Main Menu. When "Profiles" is selected from the Main Menu, all your previously saved Profiles will be loaded from **Red Faction II**'s <Profiles> directory.

Once loaded, all of your available and saved profiles can be accessed by scrolling through the list of named profiles by using the arrow keys or the mouse. When the desired profile is highlighted, press **Enter** or the **Left Mouse Button** to select. You will then be taken back to the Main Menu. At the Main Menu select "Single Player" to choose from a list of available single player levels or continue where you last left your game's progress.

Heroics

The "Heroics" meter plays an important part in the game. When the bar is blue, the player's "Heroics" is highest. When the bar is red, the player's "Heroics" is lowest. The amount of "Heroics" the player has when completing the game will determine the ending you receive. Killing civilians will have a negative effect on the player's "Heroics". Finding and completing hidden objectives will have a positive effect.

Occasionally the player will see a red or green star briefly appear in the upper left corner of the HUD. The appearance of this star indicates a change in the player's "Heroics" status. A red star indicates a decrease in the player's "Heroics" meter. A green star indicates an increase.



Training

When you first begin a single-player game of **Red Faction II**, you'll notice that certain hints and tips occasionally appear on screen. These tips are designed to aid you in playing the game. These tips appear when certain gameplay situations occur.



Options



The "Options" menu is where the player can modify the game settings, audio, visual and control configurations.

Game Settings

Select this option to toggle ON/OFF weapon crosshairs, HUD messages, and weapon switching. When the star-icon is "filled", the corresponding option is on. When the star-icon is "empty," the corresponding option is off.

Game Preferences

Crosshairs:	Toggle weapon crosshairs On/Off
HUD Messages:	Toggle NPC HUD messages On/Off
Hints:	Toggle Training messages On/Off

WEAPONS

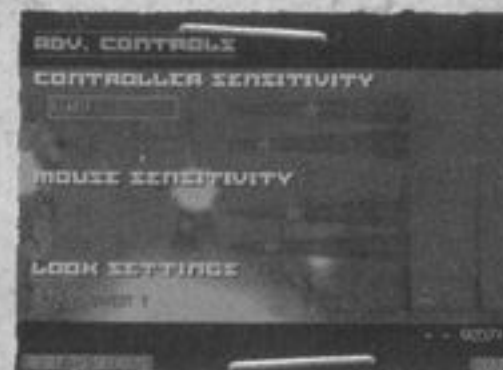
Auto Switch:	Leave on if you want the game to automatically switch to designated weapons when picked up. See "Weapon Priority" below for more information.
Skip Explosives:	When this option is turned ON (not the default option), the game will skip explosive weapons (Grenade Launcher, W.A.S.P., and Anti-Personnel Weapon) when determining auto switch.

WEAPON PRIORITY:

You can also change your "weapons preference" on this screen. This feature refers to the order in which the game will automatically switch to newly acquired weapons. Weapons placed at the top of the list will receive a higher priority than weapons listed below. To change a weapon's place in this list, highlight the selected weapon with the mouse and press either the **Left Mouse Button** or **Enter** (default controls). Next, move the selected weapon up or down the list with the **arrow keys** and then press either the **Left Mouse Button** or **Enter** again when it's where you want it in the weapons order.

AUDIO/VIDEO SETTINGS:

Access this screen to adjust the volume of the game's effects, music, and voice. You can also switch between mono/stereo audio and adjust your monitor's brightness on this screen.



Controls

Access this screen if you wish to customize the controls for **Red Faction II**.

Advanced

Access this screen if you wish to adjust the sensitivity of the x and y axis for the mouse. You can also invert the default setting of the y-axis on this screen.



Playing the Game

Now that you've reviewed the basics, you're ready to start playing the game!

THE HUD (HEADS UP DISPLAY)



The HUD is an essential part of game play and should be monitored closely at all times. It communicates to the player vital information: remaining health, remaining ammo, objectives, messages from team members and available weapons.

Health

The upper left corner of the HUD displays how much health Alias has remaining. It is made up of two sections: current health and reserve Health Kits. The top bar of the health gauge displays how much health Alias currently has. As Alias takes damage, the health meter will drain.

The bottom section of the health gauge displays how much health Alias has on reserve. When the bar on the top is fully drained, a Health Kit from the bottom section will be taken to replenish Alias' health to full. Each Health Kit can replenish Alias' health fully one time, and Alias can carry only three Health Kits at any given time. When all of Alias' health is depleted (Health Kits included), Alias will die.

Tip: As a nano-enhanced soldier, Alias is able to regenerate health over a period of time. If you're low on health, find a safe place to hide and wait for your health to recover. This does not apply to the First Level. You will also occasionally find extra Health Kits throughout the game to help you maintain a high level of health.

Ammo and Grenade Types

The upper-right corner of the HUD displays how much ammo remains in the currently selected weapon and what grenade type is selected. The number on the left side of this HUD section shows how much ammo remains in the weapon clip. The number on the right shows how much total ammo you have available for the selected weapon. When the number on the left reaches "zero", you will need to reload (performed automatically) or press the "reload" key before the magazine is empty.

The graphic and number immediately below the ammo information displays what grenade type is currently selected and how many of those grenade types you have remaining. For more information on grenades, see page 33.

Available Weapons

The HUD can also display what weapons Alias has at his disposal. To call up the "Available Weapons List" section of the HUD, simply press either the "previous weapon" or "next weapon" controls (**Mouse Wheel Down** or **Mouse Wheel Up** if you're using the default control configuration).

Continue to press either the "previous" or "next" weapons controls to scroll through the list and see what weapons are available. Pressing the Primary Fire controls (the **Left Mouse Button** in the default configuration) will arm Alias with the weapon that is highlighted in the middle of the scroll-box.

Messages

Occasionally Alias will receive incoming messages from Non-Player Characters (NPCs). Usually these messages are from his squad-members. When a message is received, a graphic of the NPC who is speaking will appear in the lower-left corner of the screen.

You can disable the incoming HUD messages from within the "Options" menu.

Objectives

At times, Alias will receive objectives he must complete. When a new objective is received or updated, a "New Objective" message will appear on the left hand side of the screen. To view the objectives, press the "Objectives" key (**O** or the **Tab** key on the keyboard if you're using the default control configuration).

You can view objectives at any time in-game by pressing and holding the "Objectives" Key.

Bot Match

Red Faction II allows users to play against computer controlled opponents ("Bots") in a variety of game types and modes.

GAME TYPES

Choose the type of bot match game you wish to play:

Deathmatch

It's you versus everyone else. No teams, no rules, just an all-out frag-fest. The first player to reach the kill limit or who has the greatest number of kills when the time limit for the game expires (based on your bot match game settings), wins the match.

Quick rules for Deathmatch:

There are none! Kill everyone in sight and try to get the most frags.

Team Deathmatch

Same as deathmatch, but all participants are on one of two teams. You can choose which team to be on at the start of the match.

Capture the Flag (CTF)

This team based game pits the Red Team against the Blue Team in a quest to capture your opponent's flag and return it safely to your base for a score. The first team to reach the score limit wins the match.

Quick rules for CTF:

You can only capture your opponent's flag and win a point if your flag is safe at your team's home-base.

If your flag is stolen from your base, you must kill the opponent who has captured it and "run over" the flag in order to return it.

The user will be able to see the location and movement of the opposing team's flags through obstacles if lined up correctly.

A dropped flag will return to its base if it is not picked up again within 30 seconds.

Bagman and Team Bagman

The goal in Bagman is to find the "bag" and hold on to it for as long as possible without getting killed. The user will receive points for each frag and for every second they successfully hold on to the bag. The match is over when a player reaches the score limit.

Quick rules for Bagman:

The user will be able to see the location and movement of the bag through obstacles if lined up correctly.

When the "Bagman" is killed, the "bag" will drop to the floor. Run over it to pick it up and become the next bagman.

Arena

Arena is a "best-of" series where a player must win a pre-determined series of rounds in order to win the entire match. It's similar to deathmatch, except the game is round based, players cannot respawn after being killed until the next round begins, and every player is able to use only a pre-selected weapon for the entire match.

Team Arena

Same as "Arena" except team based.

Regime

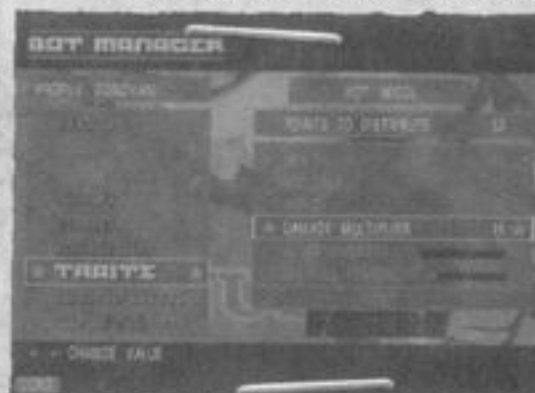
Regime is a locked bot match mode. You can unlock Regime by first completing certain objectives in the single player game.

MANAGE BOTS

Red Faction II allows players to create their own bots for use in bot matches. Users can have a maximum of 5 bots per created profile.

New

Enables the user to create a new bot.



Load

Loads all previously created bots from the loaded profile in the **Red Faction II** <Profiles> directory.

Delete

Deletes the selected bot from the loaded profile.



Save

Saves a newly created bot to the loaded profile in the <Profiles> directory.

Name

Enables the user to name their bot.

Model

Enables the user to select a model for a bot.

Traits

Enables the user to distribute a pre-determined number of points to give their bot particular attributes and skills. The higher the point total, the greater the attribute.

Health:	Determines how much health the bot will have when at full health.
Accuracy:	Determines how accurate the bot will be when firing at enemies.
Agility:	Determines how fast the bot will move, turn, and switch weapons.
Damage Multiplier:	Determines how much more damage a bot will inflict when using weapons.
Aggressiveness:	Determines how aggressive or passive a bot will be when engaged in combat.
Camping Tendency:	Determines how likely the bot will be to hide and wait for a target to pass by.

Weapons

Enables the user to determine the weapon preference for the bot.

Stats

Enables the user to view the recorded bot match statistics of the selected bot.

NOTE:



To include a custom-bot in a bot match game, you must highlight and select one of the computer generated bots that appear immediately before a bot match game begins. Follow the on-screen prompts.

BOT MATCH GAME SETTINGS

After choosing a bot match game type, you can configure certain options applicable to the game type you have chosen. Not all settings are applicable to all bot match modes.

Weapon Prefs:	Choose to enable or disable weapon availability for the match. You can also choose a default weapon for players on this screen.
Weapon:	Choose the weapon to be used in the match.
Capture Limit:	Set the number of flag captures for the match.
Team Damage:	Toggle team damage On/Off.
Score Limit:	Set the end score for the match.
Disarm Bagman:	Toggle disarming the bagman On/Off.
Kill Limit:	Set the desired kill limit for the match.
Bots:	Users can have a maximum number of 5 bots in addition to themselves in any given map.
Time Limit:	Set the desired time limit for the match.
Powerups:	Toggle powerups On/Off.
Reloads:	Toggle reloading On/Off.
Unlimited Ammo:	Toggle unlimited ammo On/Off.
Difficulty:	Set the difficulty of the bots to Easy, Medium, or Hard.
Level:	Scroll through and select an available level.
Continue:	Select when all bot match game type options have been set.
Rounds:	Choose the number of rounds for the match.
One Shot, One Kill:	Enables one shot, one kill.

TEAM SELECTION

If you have chosen to play a Team based bot match game, you will need to designate teams after having completed your player set-up. Simply use the **Mouse** or **Arrow Keys** to highlight and select a team member and move them to the desired team (either Red or Blue). There must be at least one player or bot on an opposing team for the match to begin.



BOT MATCH HUD

Although similar to the single player HUD, the HUD in bot match differs slightly. Not all of the options described below will be applicable for every bot match game type.



-
- Health:** The player's current health is displayed in the upper-left corner. Full health is 100.
-
- Frag and Rank:** The player's current number of frags and overall ranking is displayed in the lower left corner. The number of frags is immediately to the right of the skull icon. The player's current ranking among all players is to the left.
-
- Ammo:** The player's ammo is displayed in the upper right corner. The number on the left displays how many shells remain in the clip for the selected weapon. The number on the right displays how much total ammo the player has for that weapon.
-
- Flag Captures:** Each team's number of current flag captures are displayed in the lower left corner.
-

BOT MATCH POWERUPS

If powerups are turned "On", the player may occasionally run into items that temporarily increase his power and ability. Available powerups are:

Damage Multiplier:



Increases the user's damage 2x for a short period of time.

Leech:



Enables the user to gain health by shooting opponents. Like the Damage Multiplier, this powerup only lasts for a short period of time.

Slow-Mo:



Causes other players to move in slow motion for a short period of time.

Invulnerability:



Renders the user invulnerable for a short period of time.

Super Health:



Equips the user with 100 extra points of health up to 200.

BOT MATCH IN-GAME MENU

The bot match in-game menu differs slightly from the single player pause menu. You can access it at any time during a game by pressing the **Esc** button.

Options:

Takes the user to the Options Menu.

Restart Level:

Restarts the current level with all previously selected configurations enabled.

End Game:

Ends the game and takes the user to the "Game Stats" menu.

Resume Game:

Resumes the current game.

Main Menu:

Return to Main Menu.

BOT MATCH PAUSE MENU

As in the single player game, pressing the **Pause** key will pause the game.

BOT MATCH GAME STATS

At the end of each bot match round, you will be presented with a list of stats applicable from the game just played. These stats include number of frags, number of deaths and suicides, preferred weapon, and total score. The actual types of stats recorded and displayed will be dependent on the bot match game type played.



GUNSHIP (AHC-36 MILITARY GUNSHIP) VEHICLES **VEHICLES**

When paired with Shrike, Alias serves as the gunner for this craft. You will have two modes of fire: a Gatling gun and rockets. Use the Primary Fire key to engage the Gatling gun. The Alternate Fire key will launch rockets from the rocket ports. If the Throw Grenade key is used to lock onto vehicles, the rockets will home in on their targets when fired. The HUD for the Gunship also displays how much health the vehicle has.

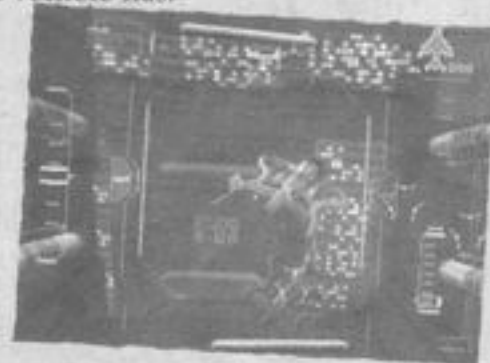
When this number reaches zero, you're dead.

Primary Fire: Fire Gatling Gun

Alternate Fire: Fire Rocket

Jump: Toggle Zoom In/Out

Throw Grenade: Toggle "Target Lock" On/Off



This version of the Aesir Fighter takes aerial combat to the next level when compared to its predecessor from 5 years ago. Designed for airborne combat in Earth's atmosphere, the Aesir 2.0 utilizes a 30mm, 8 barrel SOP-8BG Gatling gun as its primary source of firepower and can dispense rounds at an extremely high rate of fire.

In addition to the 30mm rounds, this craft is also capable of launching high-powered rockets from each of its left and right ports. These rockets are highly effective against tougher opponents and can easily pierce through even the toughest armor. While the Aesir is rumored to be capable of flying at speeds up to 400 knots when at full throttle, its enhanced maneuverability at lower speeds makes it well suited for urban combat environments.

Shrike, the vehicle specialist in Molov's squad, typically commands a customized version of the Aesir 2.0, giving it increased firepower, speed, and durability. The fighter is also rumored to directly interface with Nanotechnology enhanced soldiers. Not only does this make the fighter more maneuverable than normal, the gunner can devastate the battlefield with optical zoom and increased precision.

MINI-SUBMARINE (S-271 STEALTH SUBMARINE) VEHICLES

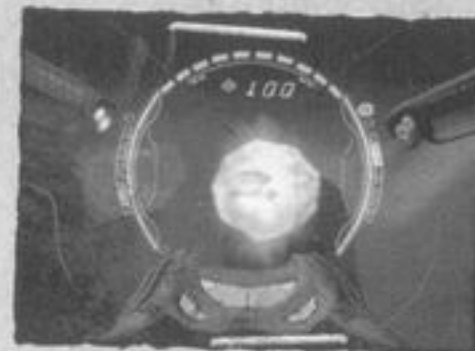
Torpedoes are the firepower for this vehicle. Use either the Primary or Alternate Fire keys to fire a single torpedo from the right (Primary Fire) or left (Alternate Fire) ports. The player can also use the Jump and Crouch keys (the **Spacebar** and **C** key if you're using the default configuration) to make the sub climb (jump) or dive (crouch) quickly. The sub's health is also displayed on the HUD.

Primary Fire: Fire Torpedo

Alternate Fire: Fire Torpedo

Jump: Move Sub Up

**Crouch/
Throw Grenade:** Move Sub Down



Smaller and more agile than the Ultor submarines found on Mars, the S-271 fires the Triton MK1 dumb fire torpedoes as its main source of firepower. Constructed with a titanium-steel hybrid metal and capable of withstanding depths up to 900 meters (2950 feet), these mini-subs are well suited for exploratory purposes and can fare reasonably well in small-scale underwater combat.

TANK (MILITARY HEAVY ARMORED TANK)

VEHICLES

The tank is fortified with both a Chain-Gun and Mortar for firepower. Use the Primary Fire to fire the Chain-Gun. Use Alternate Fire to fire the mortar. You can also monitor the tank's health as it is displayed in the HUD.

Primary Fire: Fire Chain-Gun

Alternate Fire: Fire Mortar



These depleted uranium-armored tanks run on titanium-plated treads and are heavily fortified vehicles. What they lack in speed they make up for with firepower. A SOP-6AG Chain-Gun serves as the primary weapon, and can discharge the armor-piercing 20mm rounds. The alternate means of fire, the forward-mounted SOP-80mm Mortar weapon, launches shells that explode on impact. These highly explosive mortar rounds are capable of taking out large sections of buildings with their blasts.

BATTLE ARMOR (SOP-MAI)

VEHICLES

The Battle Armor is fortified with three means of firepower. Use the Primary and Alternate Fire controls (**Left Mouse Button** and **Right Mouse Button** are the default controls) to engage the right and left Mini-Guns, respectively. Throw Grenade will launch an incendiary grenade and Jump will launch a missile in the default control configuration. The Battle Armor's health is displayed as a number near the center of the HUD. You can control the Battle Armor as if Alias were walking on his own.

Primary Fire: Fire Right Mini-Gun

Alternate Fire: Fire Left Mini-Gun

Jump: Fire Missile

**Crouch/
Throw Grenade:** Fire Incendiary Grenade



Designed to complement Sopot's Nanotechnology experiments, the Battle Armor was created to provide Sopot's super-soldiers with a fully controllable and nearly unstoppable personal combat system. Armed with dual Mini-Guns (Hyper SOP-9XF), these suits are able to deliver armor piercing shells as well as high explosive rockets and incendiary rounds fired from each shoulder mounted pod. These highly mobile battle suits are equally devastating to both ground forces and armored units.

CSP-19 SEMI-AUTOMATIC PISTOL

This basic semi-automatic pistol is a standard issued weapon for many of the armed personnel employed by Sopot. This weapon is fairly accurate and can be effective against unarmored opponents when used properly. Although able to pierce body-armor, the CSP-19 is not an ideal weapon to equip against more resilient enemies.

Ammo: 9mm rounds

Effective Range: Short to Medium

Primary Fire: Fire one round

Alternate Fire: Pistol Whip



DUAL CSP-19 SEMI-AUTOMATIC PISTOLS

Same as single, but with twice the firepower.

Ammo: 9mm rounds

Effective Range: Short to Medium

Primary Fire: Fire one round from right weapon

Alternate Fire: Fire one round from left weapon



CMP-32 MACHINE PISTOL

Larger and more formidable than the CSP-19 pistol, the Machine Pistol is capable of fully automatic firepower. Equipped by Sopot's more experienced guards, this weapon can easily penetrate body-armor and effectively neutralize most enemies at close ranges.

Ammo: 9mm rounds

Effective Range: Short to Medium

Primary Fire: Fire rounds, automatic

Alternate Fire: N/A



DUAL CMP-32 MACHINE PISTOLS

Same as single, but with twice the firepower.

Ammo: 9mm rounds

Effective Range: Short to Medium

Primary Fire: Fire rounds from right weapon, automatic

Alternate Fire: Fire rounds from left weapon, automatic



CAS-14 AUTOMATIC COMBAT SHOTGUN

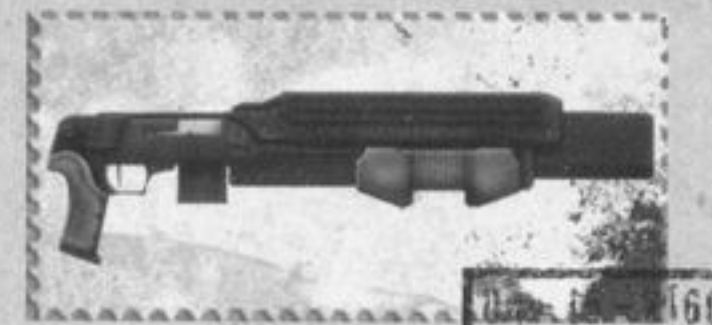
This military-grade shotgun is capable of delivering extremely powerful single-shot blasts and inflicts the most damage at close ranges. Its accuracy and effectiveness decrease significantly when the range of the target is increased, rendering it almost useless when firing at targets more than 50 meters away. This weapon is also capable of discharging incendiary rounds as a form of alternate fire, making it a very powerful weapon.

Ammo: 10 gauge buckshot shells

Effective Range: Short

Primary Fire: Fire one buckshot round

Alternate Fire: Fire one incendiary round



CMRD-32 MAGNETIC RAIL DRIVER

Developed by a secret R&D team of scientists hand-picked by Sopot, the Rail Driver fires metal slugs at extremely high speeds through just about any surface without losing significant velocity. When the scope is engaged, this weapon also allows the user to see through walls and target enemies. The Rail Driver has a long reload time, but is very effective and deadly when equipped in experienced hands.

Ammo: Metal Slug

Effective Range: Short to Long

Primary Fire: Fire one slug

Alternate Fire: Engage scope



N.I.C.W.-NANOTECH INDIVIDUAL COMBAT WEAPON

WEAPONS & AMMO

The NICW is used primarily by Sopot's most trusted, experienced and feared guards. It is capable of delivering extremely powerful 7.62mm automatic armor-piercing rounds in fearsome bursts, and can discharge grenades that explode on impact as an alternate means of fire. The NICW is able to identify and target enemies from behind walls. A customized HUD-device visually relays information to the user about the targeted opponent's remaining health.

Ammo: 7.62mm rounds 40mm HV HE grenades

Effective Range: Short to Medium

Primary Fire: Fire 7.62mm rounds, automatic

Alternate Fire: Fire one 40mm HV HE grenade



NGL-8 NANOTECH GRENADE LAUNCHER

The Grenade Launcher is the preferred weapon of Alias, the demolitions expert in Molov's squad of elite, nano-enhanced super soldiers. It fires a single yet powerful grenade that explodes on impact and is capable of taking out nearly everything unlucky enough to be caught in its blast. Because it can easily blast through many walls, floors and other surfaces, the Grenade Launcher is a useful weapon for finding alternate routes, secret rooms and blowing away enemy cover.

Ammo: 40mm HV HE grenades

Effective Range: Short to Medium

Primary Fire: Fire one impact-based grenade

Alternate Fire: Fire one timed-based grenade



CSR-60 SNIPER RIFLE

WEAPONS & AMMO

Capable of bolt-action fire only, this rifle comes standard with a UNVS-8 scope that provides the user with pinpoint accuracy on the battlefield. It also features a wind velocity offset that automatically corrects for any wind conditions present. This weapon can inflict immediate fatal wounds if a head shot is achieved, and is capable of penetrating both body-armor and lightly-armored vehicles.

Ammo: 7.62mm armor-piercing rounds

Effective Range: Short to Long

Primary Fire: Fire one round

Alternate Fire: Activate/deactivate the scope



CSMG-19 SILENCED MACHINE GUN

The fully automatic silenced machine gun is a good weapon to equip if you prefer not to be heard. Silent and swift, this weapon is more accurate than the Machine Pistols, but not quite as powerful. It can penetrate most body-armor and is most effective at close ranges. This weapon is a favorite of tactical covert specialists, including Tangier.

Ammo: 9mm rounds

Effective Range: Short to Medium

Primary Fire: Fire burst

Alternate Fire: N/A



CAR-72 MILITARY ASSAULT RIFLE

Similar to the AK-47s from the past, this semi-automatic weapon is designed to offer all the benefits of a full-sized rifle in compact form. It is capable of firing a three round burst or a less accurate fully automatic onslaught. The high-velocity, armor-piercing shells inflict massive amounts of damage on unarmored targets and will exact noticeable damage on armored opponents as well. The assault rifle is a standard-issue weapon for the Commonwealth soldiers and grunts.

Ammo: 7.62mm armor-piercing rounds

Effective Range: Short to Medium

Primary Fire: Fire 3 round burst

Alternate Fire: Fully automatic fire



W.A.S.P.—WIDE AREA SATURATION PROJECTILE

WEAPONS & AMMO

The W.A.S.P. is primarily an anti-vehicle weapon. More powerful than the Grenade Launcher, the W.A.S.P. fires a barrage of five armor piercing rockets. It has the ability to "lock on" to mobile vehicles and launch a swarm of destruction that will seek out and strike its target. The W.A.S.P. is used by Sopot's heavily fortified ground troops and guards.

Ammo: 15cm high explosive rocket canisters

Effective Range: Medium to Long

Primary Fire: Fire single rocket

Alternate Fire: Engage homing device



JF90-HMG/BF HEAVY SUPPRESSION MACHINE GUN

A terribly inaccurate but very powerful weapon, the HMG is the preferred weapon of Repta, the heavy-weapons specialist in Molov's squad. Capable of firing huge numbers of bullets in a very short period of time, the HMG is most effective when opponents are engaged at close range. It is best equipped in situations where raw firepower and maximum suppression is required.

Ammo: 50 caliber, belt-fed

Effective Range: Short

Primary Fire: Fire rounds, automatic

Alternate Fire: N/A



NCMG-44 ENHANCED MACHINE GUN

Sporting a higher rate of fire and larger ammunition clips than normal submachine guns, the NMG-44 Enhanced Machine Gun is an extremely powerful close-combat weapon. It is extremely effective against all enemies, including heavily armored targets.

Ammo: 7.62mm armor-piercing rounds

Effective Range: Short to Medium

Primary Fire: Fire rounds, automatic

Alternate Fire: N/A



DUAL NCMG-44 ENHANCED MACHINE GUNS

WEAPONS & AMMO

Same as single equipped NCMG-44 Machine Gun, but with twice the fire power.

Ammo: 7.62mm armor-piercing rounds

Effective Range: Short to Medium

Primary Fire: Fire rounds from right weapon, automatic

Alternate Fire: Fire rounds from left weapon, automatic



NPSR-755 PRECISION SNIPER RIFLE

Capable of firing explosive rounds at a semi-automatic rate, the NPSR-755 is a specially crafted weapon created for Quill. Its devastating firepower combined with zoom capability and tactical combat data provide Quill with precision lethality.

Ammo: 7.62mm armor-piercing rounds

Effective Range: Short to Long

Primary Fire: Fire one round

Alternate Fire: Activate/deactivate the scope, hold down for zoom



MKAP-97 ANTI-PERSONNEL WEAPON

A favorite of interdiction forces worldwide, the MKAP-97 is extremely effective at saturating a strike zone with a bombardment of explosive bomblets. Heavy weapon specialists can lock on to specific personnel and use the aiming reticule to carpet the location with bomblets that explode shortly after contact. Unarmored enemy personnel caught in the ensuing blast are often eliminated from the combat engagement. This weapon is often used by Repta, the heavy-weapons specialist in Molov's elite squad.

Ammo: 40mm HV HE grenades

Effective Range: Short to Long

Primary Fire: Fire bombs

Alternate Fire: Fire sticky bombs



GRENADERS

WEAPONS & AMMO



Frag Grenade

The Frag Grenade is a standard military issue grenade that emits a fragmentary blast when discharged. With a blast radius of several meters, it is extremely effective against unarmored opponents. The Frag Grenade also inflicts noticeable damage against armored enemies and vehicles.



Incendiary Grenade

The Incendiary Grenades emit a flammable blast when ignited. Anyone located within the blast radius will become ignited and suffer long term negative effects. These grenades are most effective against foes who are not armored.



Shock Grenades

The Shock grenades emit a high-intensity, short-duration burst of electromagnetic energy in a localized area. They are useful for disrupting electronic equipment and are known to cause neurological damage to unprotected human targets.



Satchel Charge

This is a medium-sized, high explosive charge that attaches easily to a variety of surfaces. It is highly effective against structures, unarmored and armored personnel, as well as light vehicles.

Credits

OUTRAGE GAMES

Lead Programmer

Scott Shumaker

Programmers

Jason Leighton

Herman Miller

Nate Payne

Additional

Programming

Nate Goudie

Jeff Slutter

Lead Designer

Luke Schneider

Art & Level Design

Darren Dienst

Josh Foreman

Mike Haney

Nick Owens

Executive Producer

Matt Toschlog

Director of

Programming

Chris Pfeiffer

Project Manager

Doug Brooks

Lead Tester

Dan Behrns

Testers

Chris Gorski

Lorcan Murphy

Mark Ashton

Chad Christopher

Stan Bisgaier

Ryan Clegg

Devin Hailes

Jason Votava

Jacob Emberton

Special Thanks

Nathan Camarillo

Alan Lawrance

Jasen Whiteside

Jason Feyers

Stephen "YOSHI" Florida

Philip Frantzis

Chris Gorski

Lorcan Murphy

Dan Behrns

Volition, Inc.

Project Management

Jeff Carroll

Designer

Nathan Camarillo

Sound Design

Dan Wentz

VOLITION, INC.

Lead Designer

Nathan Camarillo

Lead Programmer

Alan Lawrance

Lead Technical Artist

Jasen Whiteside

Programmers

Joel Hunter

John Slagel

Chris Helvig

Randy Oberlerchner

Eric Arnold

Chris Neihengen

Artists

Frank Capezzuto III

Josh Nizzi

Alex Velazquez

Jiovanie Velazquez

Matt Kresge

Scott Phillips

Aaron LeMay

Mike Milota

Tom Doyle

Josh Foreman

Level Designers

Matt Boynton

Mark Lewis

Brad Johnson

Niles Sankey

Mike Zak

Luke Schneider

Darren Dienst

Nick Owens

Todd Miller

Corey Hall

Animators

Dave Carter

with

Tim Borrelli

Ted Gordon

William Tam

Writer

Maureen Tan

Level Scripting

James Agay

Mike Breault

James Tsai

Composer/Sound

Designer

Dan Wentz

with Franky Vivid

Kate Marlin

Additional

Programming

Tim Schroeder

Jeff Farris

Dave Baranec

Brian Keron

Additional Art

Lori Zawada

John Enricco

Gabe Botkins

Dave Samuel

Scott Rays

Kip Malek

Geoff Smith